



"Bringing you the latest campaign news from the Tower of Midges to Maus!"

Jekumal 1031 (December 2006) Volume 1, Issue 9

Blackmoor Product List

Available at your local
game shop or online at:
www.dablackmoor.com
(click on BLACKMOOR
STORE!)

**Dave Arneson's
Blackmoor**
(240 pages, softcover)
\$34.99

**The Dungeons of
Castle Blackmoor**
(304 pages, softcover)
\$39.99

**The Player's Guide to
Blackmoor**
(240 pages, softcover)
\$29.99

The Redwood Scar
(64 pages, an adventure
for character levels 2-4)
\$14.99

The Wizards' Cabal
\$21.99

Blackmoor Map
\$7.00

MMRPG Season Three Preview

Season Three of Dave Arneson's Blackmoor MMRPG will be debuting at MEGACON 2007, February 16-18, in Orlando Florida (www.megaconvention.com). Event signup is now open at:

<http://www.warhorn.net/megacon2007/>

Megacon is the premier showcase and home convention of the Blackmoor Campaign. For the past three years, Blackmoor fans have gathered to witness the best this campaign has to offer. Make plans now for the best 4 days of gaming anywhere!!!

Highlights include:

- The kickoff to Dave Arneson's Blackmoor: The MMRPG Season Three!!!
- 8 World Premier Episodes including a massive two round Battle Interactive!!
- D&D Co-Creator Dave Arneson on hand answer all your questions about Blackmoor!
- The Return of King Uther's Talent Contest!
- **A VERY Special announcement will be made about the Blackmoor Campaign!**

Announcing the World Premier Episodes for Dave Arneson's Blackmoor: The MMRPG SEASON THREE!!!

Blackmoor Episode 45: Communication Breakdown by Brian Buxton. Things look bleak as the Afridhi muster their forces to the west. Could the situation possibly get any worse? A one round Dave Arneson's Blackmoor Episode for PCs Level 2 to 12.

Blackmoor Episode 46: Cry at Dawn by Dave Brainard. The Egg thinks captured prisoners make some magically tasty treats! tasty. A one round Dave Arneson's Blackmoor Episode for PCs Level 3 to 7.

Blackmoor Episode 47: Score to Settle by Greg Walker, P.J. Slama and Carlos Ramos. Skelfer's bloodline ends with Gwendolyn Ard, an initiate of Tsartha. She has disappeared, ap-

parently kidnapped. What foul fate awaits her? Can she be saved? An investigation worthy of Blackmoor's greatest heroes. A two round Dave Arneson's Blackmoor episode for Player Character levels 4 to 12.

Blackmoor Episode 48: King's Day by Kris Wade. Uther's heralds proclaim, "Tournament!" and the greatest Knights of the Realm come for Joust. However, nothing is as it seems. Hubal says there are Afridhi afoot. A one-round Dave Arneson's Blackmoor Adventure for PCs level 4 to 11. Episode three in the Holidays for Heroes series.

Blackmoor Episode 49: Heroes on Ice by Tim and Jennifer Barth. Clothed by the moon Those to be kissed by the frost shall go into bondage/Saved by their brothers/They shall face the fiery hordes/And set the fencer free. A one-round Dave Arneson's Blackmoor adventure for characters levels 1-4 and prequel to the Battle Interactive.

Blackmoor Episode 50: Prey by Tad Kilgore. In the Wolf Wood, rival clans of wolfs and men war, each side seeking dominance and absolute power over the other. Between the two groups, has long dwelled a tribe of xenophobic Westryn, seeing the werewolves as the purest incarnation of humankind. But the Elves must confront their own darkness and their own taint. Something twisted dwells within their heart and spreads among them like a plague. Peshwah na Sulla calls upon you to travel with him into this land, and seek the fallen arrows of Hadeen. A one round adventure for Dave Arneson's Blackmoor, for character levels 4 through 12. Part V in the Epic of Hadeen.

Blackmoor Episode 51: Portent by Dennis Waltman. If a man turns down your help, one might let him die, but what if his death would cause your village to burn down? A Dave Arneson's Blackmoor episode for PCs levels 2 to 9.

A Ballad of Solstice Eve Liberation

*Reported by Sheridan M. Trife.
Blackmoor.*

During my recent quest to obtain the perfect holiday gifts while out shopping last week, I paused to rest awhile on a bench outside the merchant's quarter and had the opportunity to listen to the lyrical balladry of a half-orc street entertainer by the name of Keth-Ren. She relayed the following story, reproduced here for the enjoyment of our readers, which I found quite delightful. Alas, while attempting to transcribe it down, I may have erred; the sections within parenthesis are approximations based on the nearly illegible notes I had taken at the time, which I myself even found difficult to later cleanly transcribe. For those who are interested, Keth-Ren, upon inquiry, declared the events detailed herein to be absolutely true, to the best of her knowledge.

'Twas the night before Solstice,
And all through the village,
Not a building was burning;
No robbing; no pillage.

The Egg had been quiet,
The Skandaharians, banished,
The Ran of Ah Foo,
Had practically vanished.

I, dressed in full plate,
Had just gone to bed.
("Can you sleep in armor?"
"It's a feat", the GM said.)

When suddenly from the roof
There arose such a clatter
I sprang from the common room
To see what was the matter.

I kicked open the window,
And climbed up the wall,
(The DC was 10,
Good thing, or I'd fall.)

There on the roof,
My low-light vision did see,
Two parties fighting,
And eight frightened docrae.

A party of heroes
Was fighting Afridhi.
The halflings were slaves,
For them I felt pity.

Heroes included cleric, Tommi,
The ranger Craven,
Astirialist the druid,
And his pet raven.

The dwarf, Heimdall,
Delrom the mage
The half-orc, Grogg,
And I with my rage.

Weapons were flashing,
Our blades swung true,
(Like all my companions,
I stood four foot two).

We were quite outnumbered,
Our chances were thin,
'Till Delrom cried out:
"Scorching Ray, for the win!"

The Afridhi were defeated,
The docrae, free from slavery.
The halflings all cheered us,
And praised our great bravery.

Heimdall offered us a drink,
And produced a ghost ale keg,
We drank 'til it was dry,
(Dwarves have a hollow leg).

The night was still young,
I wiped a drop from my chin,
Cried "Happy Solstice to all,
Let's go to the Comeback Inn."

On behalf of the staff of the Blackmoor Rampart, we would like to extend to you, our faithful readership, our warmest wishes for a very merry Winter Solstice (Jekumal 25) and a prosperous New Year!

**Uther,
Once And Always!**

Reward!

Lost: One Suit of Magical Platemail Armor in the Bay of Blackmoor.

The armor was hastily discarded as I fell from the sky into the bay after encountering a teleporting trap in the dungeons of Castle Blackmoor. The armor also has sentimental value. Inquire with Tila Tramon at the Comeback Inn.

Wyatt the Druid, Friend to Badgers

Services for Wyatt the druid will be held in the eastern grove of Cicatri Vale. Wyatt was caught in a crushing wall trap while trying to pass undetected through a dungeon room in flight utilizing a Cloak of the Bat. Wyatt leaves behind four adventuring party companions and a pet badger.

Free Food!

This coupon good for one order of our special out-of-season fresh vegetable platter at the Comeback Inn.

The owners and staff of the Comeback Inn would like to take this opportunity to thank you for your patronage throughout the year and to wish you a prosperous 1031!

Season Two Adventures Coming Soon For Convention And Home Play

The following new adventure episodes will soon be available from <http://www.dablackmoor.com> for home and convention play.

Episode 33: "Fly Paper" by Christopher Reed, for character levels 3-10. The fourth part of the "Hidden Swamp" series. Something has drawn you into sticky danger, but who or what is it?

Episode 34: "The Temple of the Frog" by Harley Stroh and Richard Pocklington. Behold! The long rumored Temple of the Frog has been discovered! Evil froglin seem to be inhabiting it's halls once again. Vanquish them, if you dare!

Episode 37: "Contagion" by David Brainard, for character levels 2-10. Hard times can call for harsh measures, even from those who would be heroes. When a lurking evil is revealed, can mercy survive?

Episode 38: "Equal Night" by Kris Wade, for character levels 4-10. Darkness and light. Temple of good. Ruins of evil. Victorious heroes and cursed victims. Life and unlife. Celebration and failure. At a time when night and day are equal the seekers must choose. But first they must overcome. Part Two of both the Curse of the Westryn series and the Holidays for Heroes series. Premiered at FFF, Orlando, FL, November 10-12

Episode 39: "A Game of Skill" by Shamba Warlick and Brian Buxton, for character levels 1-10. How much of the games we win is truly skill and just how much is dumb luck? Premiered at MACE, High Point, S, November 10-12

Episode 40: "In the Company of Rogues" by Gerry Ruiz, for character levels 2-8. One of the most prominent members within the Wizards Cabal is in need of your assistance. Are you willing to take on the task of saving someone who is in dire peril? Part Two of the Tome's Secrets series. Premiered at FFF, Orlando, FL, November 10-12

Episode 41: "Revival" by Jeremy Vosberg, for character levels 1-10. An estate belonging to a noble family with a long history has re-

cently been plagued by strange occurrences and sightings. Unable to discover the cause of the happenings, the family has decided to find outside assistance to investigate and end them. However, sometimes it's better to leave sleeping ghosts lie. Part One of the Foretold Series. Premiered at U-CON, Ann Arbor, MI, November 17-19

Episode 42: "The Confectionary King" by Philip Slama and Greg Walker, for character levels 4-10. Who can take your children, parade about the streets; slave them in his factory and leave nothing but the sweets? Premieres at The Summoning, Miami, FL, December 8-10, 2006

Episode 43: "Look to the Hills" by Tim Barth, for character levels 2-8. For years the dragons from the Dragon Hills have raided into Dragonia. Now, the attacks have gotten worse and a dwarven trade caravan has gone missing. Peshwah na Shepro asks for your help. Premieres at Anonycon, Stamford, CT, December 15-17, 2006

Episode 44: "Things to Come" by Stewart Larsen.

Upcoming Releases

From Zeitgeist Games:

Temple of the Frog - January 2007

The Riders of Hak - February 2007

City of the Gods - April 2007

Duchy of Ten - June 2007

Clock and Steam - August 2007

GM's Guide to Blackmoor - Late 2007

...and coming in August, 2007: 1776

Coming Soon for the MM&PG:

New and Revised MetaOrgs including:

Brothers of the Greenwood

Eldritch Underground

Gen'Ri Cumasti Internal Security

Guild of the Topaz Eye

Sightless Sisters

Silent Guard

Wizards' Cabal

Upcoming Conventions

FRAGCon 10.12
Orlando, Florida
December 3, 2006

The Summoning 2006
Miami, Florida
December 8 - 10, 2006

Anonycon
Stamford, Connecticut
December 15 - 17, 2006

Janus Jubilee
Orlando, Florida
Dec. 29, 2006 - January 1, 2007

MegaCon (Season 3 Premiere!)
Miami, Florida
February 16 - 18, 2007

Visit the *We're Running Blackmoor!* section of the D.A. Blackmoor forums to find more conventions and Blackmoor MMRPG events near you!

New MM&PG Adventures Released

Now available for event ordering and download:

Episode 35: "All the Egg's Men" by Tad Kilgore and Dustin Clingman, for character levels 4-10. A secret mission? To the Island of the Egg of Coot? Are you crazy!?!?

Episode 36: "Important Discovery" by Ken Austin, for character levels 1-7. An Important relic has been discovered by one of the University of Blackmoor's premier archaeologists. The Fetch needs a team to escort safely back to Blackmoor for further study.

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Find all your campaign
needs at:
www.dablackmoor.com

Return to the Temple of the Frog !

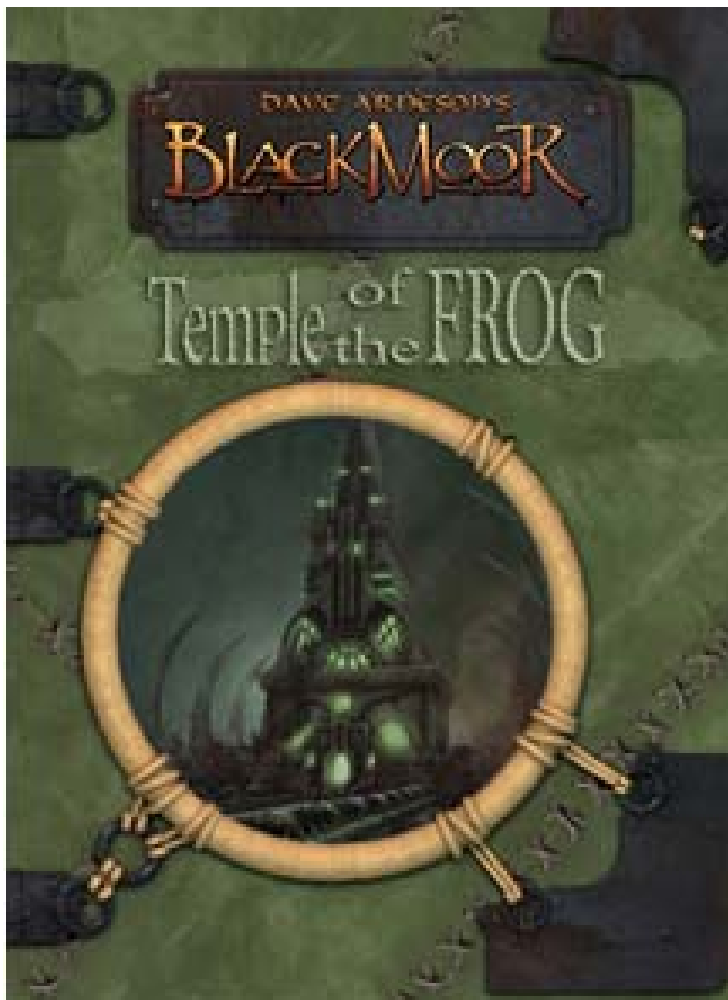
For all the old school D&D fans still out there, the Temple of the Frog represents an important place in RPG history.

Not only was it one of the key adventure locations within the First Fantasy Campaign (the others major ones being the dungeons of Castle Blackmoor, the Glendower dungeon, and the City of the Gods), but it was the first D&D module published. Ever.

The first version of the Temple of the Frog was published by TSR (long before anyone heard of Wizards of the Coast) on pages 27-47 of the original Blackmoor supplement for D&D. The copyright date was 1975. In addition to including the first published adventure module, the Blackmoor supplement introduced us to the assassin and monk character classes. Although long out of print and highly sought after by collectors, you can find an electronic version of Dave Arneson's original Blackmoor supplement by visiting the castle Blackmoor website at: <http://www.jovianclouds.com/blackmoor/bmc.html>.

Many years later, TSR brought back the world of Blackmoor, retrofitting it as the mysterious land of millennia past in their Mystara campaign setting for D&D. The old Comeback Inn was still around (although it had seen better days), and the magic in its cellar was still active enough to transport adventurers from current Mystara into the ancient past of Blackmoor. A series of four Blackmoor adventure modules were published between 1986 and 1987, appropriately referred to as the "DA" series. Module DA2, the second in the series, was a newly updated version of the Temple of the Frog, for character levels 10-14

. As a side note, the third and fourth modules in the series, the City of the Gods and the Duchy of Ten, are also scheduled to appear in updated versions from Zeitgeist



Games later in 2007. The Comeback Inn, the central location of the first DA module, is revisited in Episode 1 of Dave Arneson's Blackmoor MMRPG.

Back around 2002, I had the opportunity to correspond with Dave Arneson about the re-launch of Blackmoor, and he mentioned a possible update to the Temple of the Frog, referring to the project by the name used for this article's title.

It's only fitting that after the 30th anniversary of D&D, the third edition of Dave Arneson's Temple of the Frog will now be available for the third edition of the RPG he helped create. Look for it in stores this January!